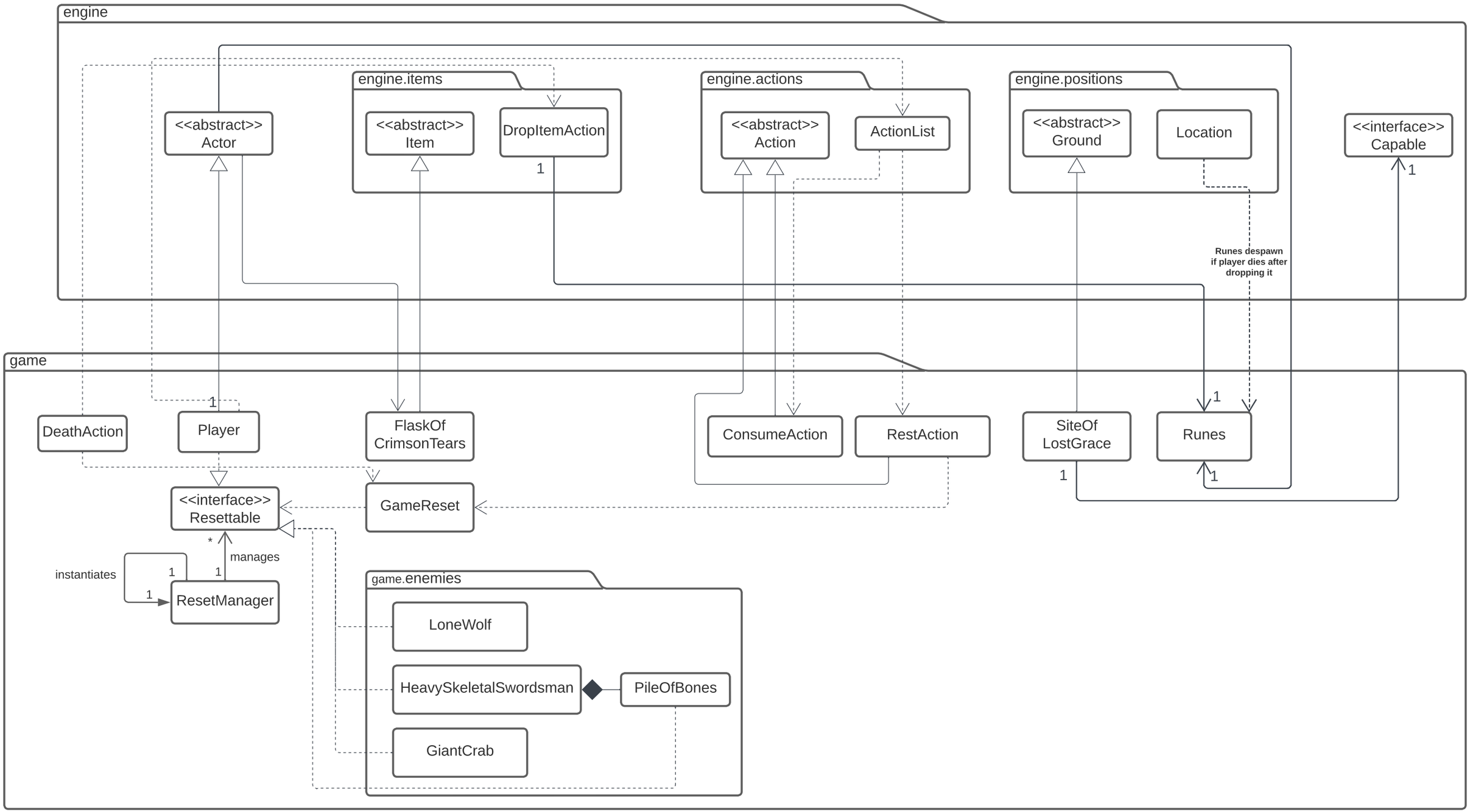
REQ3 UML


engine
engine.items
<<abstract>>
Item
DropItemAction
1
engine.actions
<<abstract>>
Action
ActionList
engine.positions
<<abstract>>
Ground
Location
<<interface>>
Capable
1
<<abstract>>
Actor
Runes despawn
if player dies after
dropping it
game
DeathAction
Player
1
FlaskOf
CrimsonTears
ConsumeAction
RestAction
SiteOf
LostGrace
1
Runes
1
1
1
<<interface>>
Resettable
GameReset
*
manages
1
instantiates
1
1
ResetManager
game.enemies
LoneWolf
HeavySkeletalSwordsman
PileOfBones
GiantCrab